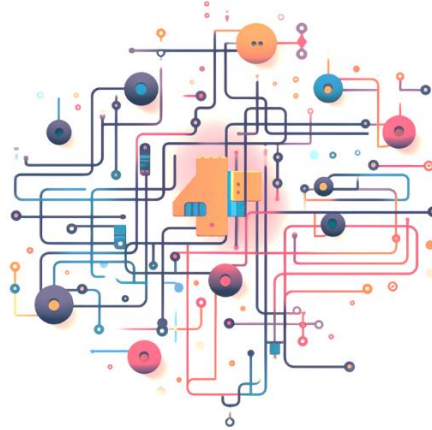




Co-funded by
the European Union

Erasmus+ Programme
KA210-VET

Small-scale partnerships in vocational education and training



INTELLEGIZE

**Project: “Artificial Intelligence and Gamification in Vocational
Training Guidance”**

Project Number: 2022-2-IT01-KA210-VET-000097851

CUP: G11B22002340006

**“Activity 2 - Transnational Project Meetings”
Report**

Authors:

Studio Risorse S.r.l.

ilInformatica S.r.l.

Progressus Research & Counselling

November 2024



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

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Introduction

Four transnational meetings were planned, 2 online and 2 face-to-face (2 days), respectively in Athens (Greece) and Matera (Italy). The aim was to improve cooperation and communication between partners, developing face-to-face planning and monitoring activities.

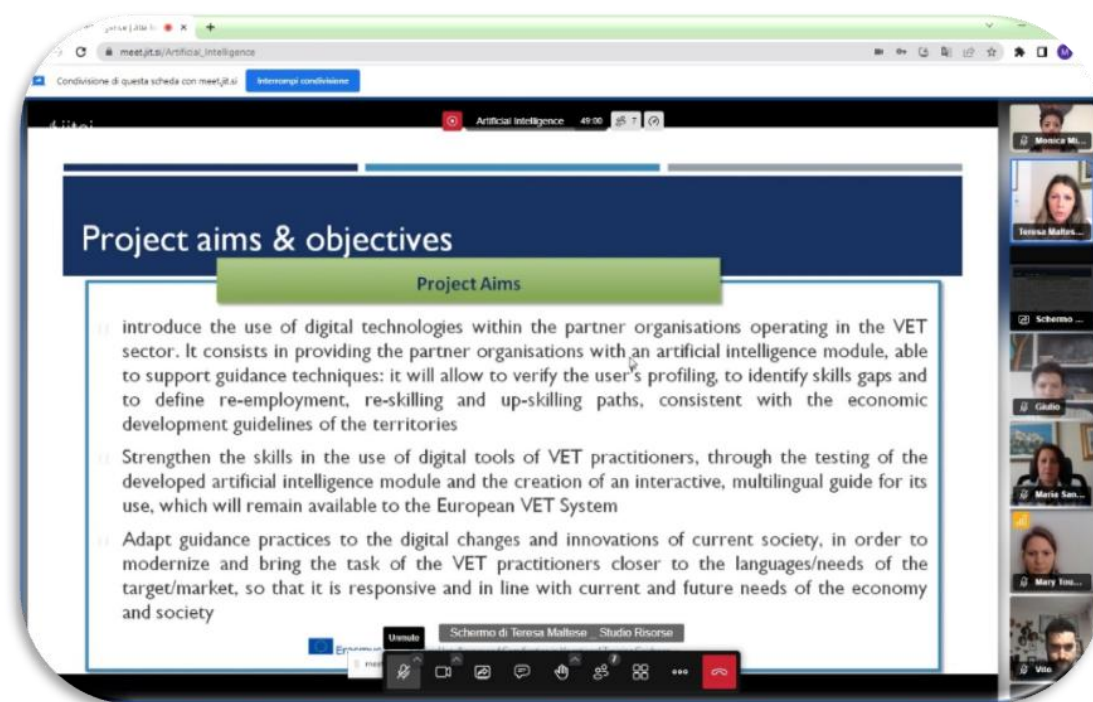
- M1 - Transnational Project Kick-off Meeting (ON-LINE)
- M2 - Transnational Project Meeting no. 2 (FACE-TO-FACE - Greece)
- M3 - Transnational Project Meeting no. 3 (ON-LINE)
- M4 - Transnational Project Meeting no. 4 (FACE-TO-FACE - Italy)

Compared to what was planned, in the implementation phase of the project it was decided to hold only one meeting in person and the other three remotely.

Sharing the results in each meeting ensured the development of the next phase of the project. It is worth mentioning that in addition to the transnational meetings, the partners held online meetings every two months.

Unit 1: M1 - Transnational Project Kick-off Meeting

The first online transnational meeting of the Erasmus+ Project “Artificial Intelligence and Gamification in Vocational Training Guidance” took place online on 24th of May 2023.



List of participants On-line

No	Organisation	Surname	Name
1	STUDIO RISORSE S.R.L.	Miglionico	Monica
2	STUDIO RISORSE S.R.L.	Maltese	Teresa
3	STUDIO RISORSE S.R.L.	Santarcangelo	Maria Domenica
4	PROGRESSUS	Tountopoulou	Mary
5	PROGRESSUS	Vlachaki	Fotini
6	iINFORMATICA S.r.l.	Santarcangelo	Vito
7	iINFORMATICA S.r.l.	Massa	Emilio
8	iINFORMATICA S.r.l.	Setzu	Giulio

The web platform

The web platform chosen for this Kick off Meeting is Jit.si. (Link: https://meet.jit.si/Artificial_Intelligence)

It allows to record the whole meeting, it's free and has not limits of duration. Furthermore, it allows to share documents and screen among all the participants, to create a virtual whiteboard to take notes that can be shared and download and it also has a space for a common chat. For privacy reasons, the access to the virtual meeting has been allowed only inserting a secret password in a specific box. The link and the password to have access to the virtual room have been communicated by Studio Risorse to the partners by e-mail the day before the meeting.

Agenda

The working sessions included the official opening and closing of the meeting as well as roundtables focusing on discussing all priorities and deadlines, such as development of

the project and the best approach to it.

The detailed meeting agenda was as follows:

10:00	Welcome to the Partners (Studio Risorse)
10:10	Brief presentations of participants (All Partners)
10:25	Project Presentation: Activities, Impact and Follow-up, Gantt (Studio Risorse)
11:00	Activity 3 - Mapping of the guidance process (Progressus Research & Counselling and all Partners) - Reminder of the objectives, activities, duration - Proposal of work program and development methodology - Agreement on work program/strategy to implement
11.20	Administrative issues (Studio Risorse)
11.40	Communication activities: project website and social media, logo, etc.. (iInformatica and all Partners)
11:50	Decisions on the transnational project meeting dates (Greece). Summary of decisions and elaboration of the "To-Do List". Discussion and Conclusion. (All Partners)
12.00	Closure of the meeting.

Meeting objectives

The main objectives of this kick-off meeting were:

1. To get to know each other
2. To share our motivations and wishes
3. To define project objectives, project activities all management, administrative and financial rules.

MATTERS DISCUSSED AND DECISIONS REACHED FOR EACH ACTIVITY

Project Presentation

After a brief presentation of all partners, Teresa Maltese from Studio Risorse shown the PPT with the Project Overview and the description of expected impact. It is available here

https://docs.google.com/presentation/d/1ef4_haZl9t5ip3vOtlzmW5S2mJSc9WcA/edit?usp=drive_web&ouid=102773495708129044535&rtpof=true

Then, the discussion was focused on the Activity 3 - Mapping of the guidance process, with the detailed definition of steps to follow, responsibilities, tools and deadlines.

Workplan for next project activity is:

Steps	Deadline	Involved Partner
A3.1a: Description of the guidance process as actually carried out within the partner organizations: Individual flow chart	15/06/2023	Studio Risorse Progressus
A3.1b: Description of the guidance process as actually carried out within the partner organizations: Common flow chart	30/06/2023	Studio Risorse Progressus
A3.2: SWOT analysis of the guidance process	31/07/2023	All partners
A3.3: Elaboration of ideal and final flow-chart based on the results of the SWOT analysis carried out and the inputs coming from outside	30/09/2023	All partners

Administrative issues

Monica Miglionico from Studio Risorse shown the PPT with the description of Project Management System, Administrative and Financial Rules and Dissemination activities. It is available here https://docs.google.com/presentation/d/1Xhm9eWDXeavl1rmdAuk5wz1ORrKnZozL/edit?usp=drive_web&ouid=102773495708129044535&rtpof=true

According to this presentation, the discussion was focused on the detailed definition of steps to follow, responsibilities, tools and deadlines.

Workplan for Administrative issues is:

Steps	Deadline	Involved Partner
Share the Google Drive Project Account	Shortly after the meeting	Studio Risorse
Upload all documents produced during the meeting (presentations, certificates, pictures etc..) on the Google Drive Project Account – Folder TPM	Shortly after the meeting	Studio Risorse
Produce and share the Partner agreements	Shortly after the meeting	Studio Risorse
Produce and share the Payment request template	Shortly after the meeting	Studio Risorse
Produce and share the timesheets template	31/07/2023	Studio Risorse
Produce and share the Attendance List and Certificates template	31/07/2023	Studio Risorse
Produce and share the Project and accounting-administrative management Manual	30/09/2023	Studio Risorse
Produce and share Quality and Risk Management Plan	30/09/2023	Studio Risorse
Produce and share Communication plan	30/09/2023	Studio Risorse
Produce and share the Privacy Management Plan	30/09/2023	Studio Risorse

Communication activities

iInformatica will be responsible for the development of the Project website and of the Project's Visual identity. A logo will be created and then the templates for communication (Letter head, PPT etc..) will be produced. Vito Santarcangelo from iINFORMATICA suggested to create some logo proposals using Artificial Intellingence, in order to be focused on the Project contents also from a visual point of view. Other partners full accepted this proposal.

Workplan for Communication activities is:

Steps	Deadline	Involved Partner
Start dissemination activities (posts on social networks, info about the project on company website)	Shortly after the meeting	All partners
Logo Proposal (created by AI)	10/06/2023	iINFORMATICA
Decision about the official Project logo	16/06/2023	All partners
Implement Project Website	31/07/2023	iINFORMATICA
Translate the Project Website contents	30/09/2023	All partners

Organizational aspects

ROLES & TASKS:

Everyone's roles were recalled and confirmed. Dedicated tasks, deadlines and responsibilities are specified in PPT project description, project management descritpion and workplans.

INTERNAL COMMUNICATION:

At the very beginning of the project, partners agreed on sharing documents on Google Drive <https://drive.google.com/drive/folders/1KtWeTnGWrRib47HaYLBcWkWPY9bFK2zU> and communicate via Skype, Jitsi, Google Meet and e-mails. A dedicated mailing list will be created in order to make all involved staff awared about the Project updatings.

As English language was chosen by partners as official working language along the project, partners are responsible for localizing content in local languages: Italian and Greek.

Next meeting

Partners will agree about the next Face to Face TPM during next online meeting.

For the next online meeting, Studio Risorse will provide some options in order to find a common date.

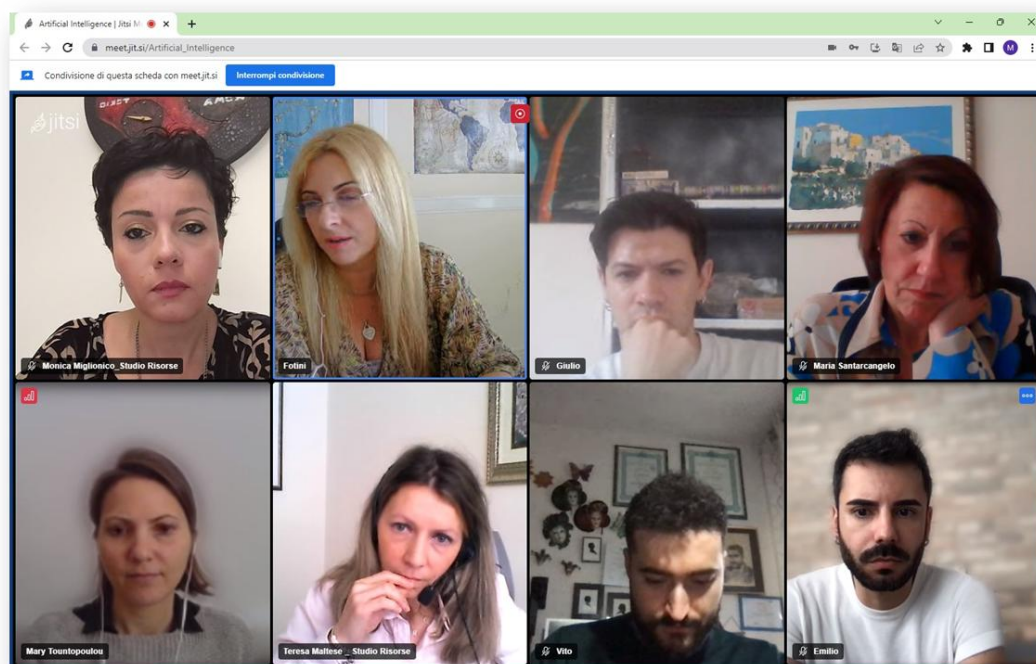
MEETING EVALUATION

The evaluation was meant to provide feedback to the facilitators about different aspects of the meeting and how to improve future events. A formal evaluation was done after the meeting through an online questionnaire provided by Studio Risorse: <https://forms.gle/LbawX2sfepq74aZo6>

EXTRA

1. Some photos/screenshots were taken during the meeting, with the recorder video and they are available on the Project Google Drive account https://drive.google.com/drive/folders/1tz9qXmouWkYtsHe7n44tx_ZD7tosBOvn
2. All PPTs/documentation from the meeting available on Project Google Drive account <https://drive.google.com/drive/folders/1QsoEjWMdL2PphXffrBpW4IKJrhVyKu0b>

PHOTOS



jitsi Artificial Intelligence 54:18

Project Activities

A.2: Transnational Project Meetings (01/04/2023 – 30/11/2024)

4 transnational meetings are planned, 2 online and 2 face-to-face (2 days), respectively in Athens (Greece) and Matera (Italy). The aim is to improve cooperation and communication between partners, developing face-to-face planning and monitoring activities.

Work agenda

- M1 - Transnational Project Kick-off Meeting (ON-LINE)
- M2 - Transnational Project Meeting no. 2 (FACE-TO-FACE - Greece)
- M3 - Transnational Project Meeting no. 3 (ON-LINE)
- M4 - Transnational Project Meeting no. 4 (FACE-TO-FACE - Italy)

TPM1	April 2023	Online
TPM2	October 2023	GR
TPM3	April 2024	Online
TPM4	October 2024	IT

Budget:

Kick-off meeting: 0 euros

2nd TPM: $2 \times 575 = 1.150$ euros (Studio Risorse)

2 x 575 = 1.150 euros (ilformatica)

3rd Online Interim meeting: 0 euros

4th Final TPM: $2 \times 575 = 1.150$ euros (Progressus)

Total= € 3.450,00

Schermo di Teresa Maltese _ Studio Risorse

Artificial Intelligence | jitsi

meet.jitsi/Artificial_Intelligence

Condivisione di questa scheda con meet.jitsi

Project Workplan

01/04/2022 – 30/11/2024
No. 20 Months

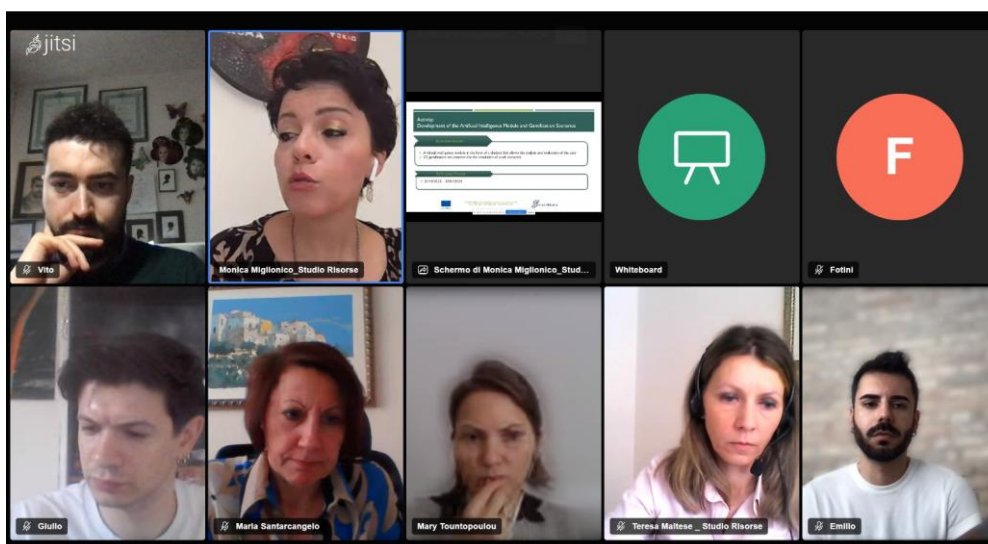
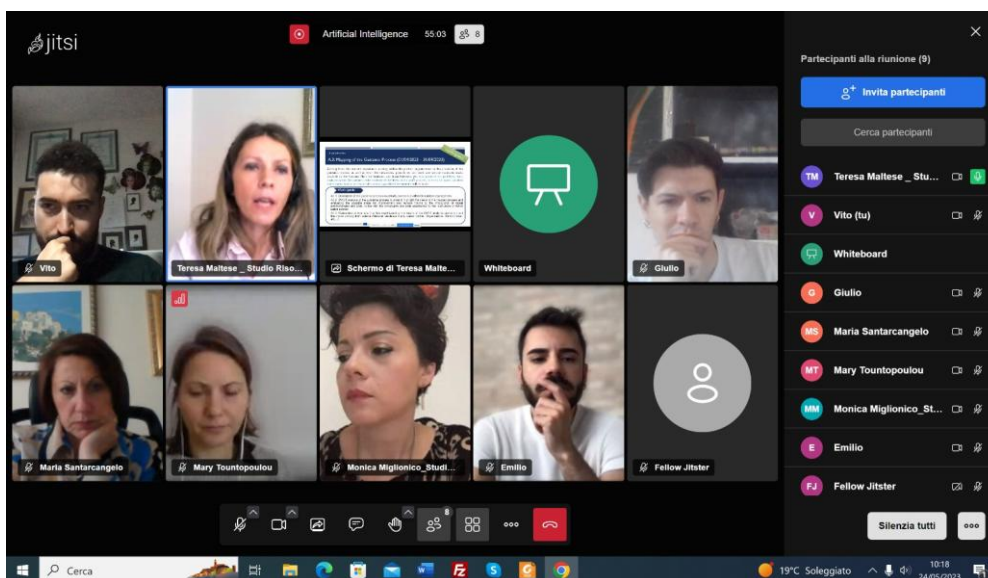
Project Lump Sum: 60 000,00 €

PLAN

COMMUNICATION TEAMWORK STRATEGY PROJECT VISION TASKS ANALYSIS DEVELOPMENT QUALITY GOALS RISKS COSTS EXECUTE PLANNING RESULTS TEAM CONTROL ORGANIZE

Activities – Budget - Impact and Follow-up

Schermo di Teresa Maltese _ Studio Risorse



CERTIFICATES

 CERTIFICATE OF ATTENDANCE This is to certify that Monica Miglionico from STUDIO RISORSE S.R.L. attended the 1st Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 24th of May 2023 Matera, 24th May 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   	 CERTIFICATE OF ATTENDANCE This is to certify that Teresa Maltese from STUDIO RISORSE S.R.L. attended the 1st Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 24th of May 2023 Matera, 24th May 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   
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 CERTIFICATE OF ATTENDANCE This is to certify that Maria Domenica Santarcangelo from STUDIO RISORSE S.R.L. attended the 1st Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 24th of May 2023 Matera, 24th May 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   	 CERTIFICATE OF ATTENDANCE This is to certify that Fotini Vlachaki from PROGRESSUS RESEARCH & COUNSELLING attended the 1st Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 24th of May 2023 Matera, 24th May 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   
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CERTIFICATE OF ATTENDANCE

This is to certify that

Mary Tountopoulou

from

PROGRESSUS RESEARCH & COUNSELLING

attended the 1st Transnational Project Meeting of

**Artificial Intelligence and Gamification in
Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851**

Funded under the Erasmus+ programme,
KA210-VET - Small-scale partnerships in vocational education and training

held and host by

Studio Risorse S.r.l. - ONLINE

on 24th of May 2023

Matera, 24th May 2023

Mr Severino Fiore
Director
Studio Risorse S.r.l.



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Tel. e fax 0835 366028
PWA 01157780774
e mail info@studiororse.it

Studio Risorse S.r.l.
Vico I Marconi n. 6
75100 Matera - Italy
01157780774



CERTIFICATE OF ATTENDANCE

This is to certify that

Vito Santarcangelo

from

iINFORMATICA S.r.l.

attended the 1st Transnational Project Meeting of

**Artificial Intelligence and Gamification in
Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851**

Funded under the Erasmus+ programme,
KA210-VET - Small-scale partnerships in vocational education and training

held and host by

Studio Risorse S.r.l. - ONLINE

on 24th of May 2023

Matera, 24th May 2023

Mr Severino Fiore
Director
Studio Risorse S.r.l.



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e mail info@studiororse.it

Studio Risorse S.r.l.
Vico I Marconi n. 6
75100 Matera - Italy
01157780774



CERTIFICATE OF ATTENDANCE

This is to certify that

Giulio Setzu

from

iINFORMATICA S.r.l.

attended the 1st Transnational Project Meeting of

**Artificial Intelligence and Gamification in
Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851**

Funded under the Erasmus+ programme,
KA210-VET - Small-scale partnerships in vocational education and training

held and host by

Studio Risorse S.r.l. - ONLINE

on 24th of May 2023

Matera, 24th May 2023

Mr Severino Fiore
Director
Studio Risorse S.r.l.



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75100 Matera - Italy
01157780774



CERTIFICATE OF ATTENDANCE

This is to certify that

Emilio Massa

from

iINFORMATICA S.r.l.

attended the 1st Transnational Project Meeting of

**Artificial Intelligence and Gamification in
Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851**

Funded under the Erasmus+ programme,
KA210-VET - Small-scale partnerships in vocational education and training

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on 24th of May 2023

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Director
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01157780774

Unit 2: M2 - Transnational Project Meeting no. 2

The second online transnational meeting of the Erasmus+ Project “Artificial Intelligence and Gamification in Vocational Training Guidance” took place online on 18th of December 2023.



List of participants On-line

No	Organisation	Surname	Name
1	STUDIO RISORSE S.R.L.	Miglionico	Monica
2	STUDIO RISORSE S.R.L.	Maltese	Teresa
3	STUDIO RISORSE S.R.L.	Santarcangelo	Maria Domenica
4	PROGRESSUS	Tountopoulou	Mary
5	iINFORMATICA S.r.l.	Santarcangelo	Vito
6	iINFORMATICA S.r.l.	Massa	Emilio
7	iINFORMATICA S.r.l.	Paolicelli	Teo Eustachio
8	iINFORMATICA S.r.l.	Radosti	Girolamo

The web platform

The web platform chosen for this Kick off Meeting is Jit.si. (Link: <https://meet.jit.si/INTELLIGIZEPROJECT>)

It allows to record the whole meeting, it's free and has not limits of duration. Furthermore, it allows to share documents and screen among all the participants, to create a virtual whiteboard to take notes that can be shared and download and it also has a space for a common chat. For privacy reasons, the access to the virtual meeting has been allowed only inserting a secret password in a specific box. The link and the password to have access to the virtual room have been communicated by Studio Risorse to the partners by e-mail the day before the meeting.

Agenda

The working sessions included the official opening and closing of the meeting as well as roundtables focusing on discussing all priorities and deadlines, such as development of the project and the best approach to it.

The detailed meeting agenda was as follows:

10:00	Welcome to the Partners (Studio Risorse)
10:10	Activity 3 - Mapping of the guidance process (Progressus Research & Counselling and all Partners) • Final results
11:00	Activity 4 - Development of the Artificial Intelligence Module and Gamification Scenarios • Reminder of the objectives, activities, duration • Proposal of work program and development methodology • Agreement on work program/strategy to implement
12:00	Administrative issues (Studio Risorse)
12:30	Communication activities: project website and social media, logo, etc.. (Informatica and all Partners)
13:00	Decisions on the next online meeting dates. Summary of decisions and elaboration of the "To-Do List". Discussion and Conclusion. Closure of the meeting. (All Partners)

Meeting objectives

The main objectives of this kick-off meeting were:

1. To get to know each other
2. To share our motivations and wishes

3. To define project objectives, project activities all management, administrative and financial rules.

MATTERS DISCUSSED AND DECISIONS REACHED FOR EACH ACTIVITY

Project Presentation

After a brief welcome of all partners, Mary Tountopoulou from Progressus presented the results of Activity 3 - Mapping of the guidance process (Progressus Research & Counselling and all Partners). All documents about this activity are available here <https://drive.google.com/drive/folders/1WKH535mg7qgS5rx-JdVpK0mP4AMQ2mQr>

Then, the discussion was focused on the Activity 3 - Mapping of the guidance process, with the detailed definition of steps to follow, responsibilities, tools and deadlines.

Workplan for next project activity is:

Steps	Deadline	Involved Partner
A4.1: Definition of the knowledge base (KB)	dDone	All Partners
A4.2: Game definition	28/02/2024	All Partners
A4.3: Chatbot and game design and implementation	30/04/2024	All Partners

Partners discussed about the KP Studio Risorse and Progressus produced and agreed about their high quality and value.

Then, ilnformatica presented the update about the A4 and some suggestions and proposals for Game definition and Chatbot design. It's available here <https://drive.google.com/drive/folders/1AF73qXs1aXOCVrAunY-sAFJas7y4ISvz>

In order to complete the Chatbot, ilnformatica needs to receive from Studio Risorse and Progressus (by the middle of January):

- 10 questions with 4 answers for Hard Skills for ESG (multiple choice)
- 10 questions with 4 answers for Soft Skills for ESG (choice among different behaviours)

Administrative issues

Monica Miglionico from Studio Risorse updated partners about administrative activities done and to do.

According to this presentation, the discussion was focused on the detailed definition of steps to follow, responsibilities, tools and deadlines.

Workplan for Administrative issues is:

Steps	Deadline	Involved Partner
Share the Google Drive Project Account	done	Studio Risorse
Upload all documents produced during the meeting (presentations, certificates, pictures etc..) on the Google Drive Project Account – Folder TPM	Shortly after the meeting	Studio Risorse
Produce and share the Partner agreements	done	Studio Risorse
Produce and share the Payment request template	done	Studio Risorse
Produce and share the timesheets template	done	Studio Risorse
Produce and share the Attendance List and Certificates template	done	Studio Risorse
Produce and share the Project and accounting-administrative management Manual	done	Studio Risorse
Produce and share Quality and Risk Management Plan	done	Studio Risorse
Produce and share Communication plan	done	Studio Risorse
Produce and share the Privacy Management Plan	done	Studio Risorse

Communication activities

iInformatICA is responsible for the development of the Project website and of the Project's Visual identity. A logo has been created and then the templates for communication (Letter head, PPT etc..) has been produced. As Vito Santarcangelo from iINFORMATICA suggested, logo has been created using Artificial Intelligence, in order to be focused on the Project contents also from a visual point of view. All dissemination and communication documents are available here <https://drive.google.com/drive/folders/1s3nn8GeUvagfdBV8DYzOPWUmN39eak>

Vito Santarcangelo from iINFORMATICA also showed a template for official project website, full accepted by all the other partners.

Workplan for Communication activities is:

Steps	Deadline	Involved Partner
Start dissemination activities (posts on social networks, info about the project on company website)	Continuous	All partners
Logo Proposal (created by AI)	done	iINFORMATICA
Decision about the official Project logo	done	All partners
Implement Project Website	In progress	iINFORMATICA
Translate the Project Website contents	In progress	All partners

Organizational aspects

ROLES & TASKS:

Everyone's roles were recalled and confirmed. Dedicated tasks, deadlines and responsibilities are specified in PPT project description, project management description and workplans.

INTERNAL COMMUNICATION:

At the very beginning of the project, partners agreed on sharing documents on Google Drive <https://drive.google.com/drive/folders/1KtWeTnGWrRjb47HaYLCwKWPY9bFK2zU> and communicate via Skype, Jitsi, Google Meet and e-mails. A dedicated mailing list will be created in order to make all involved staff aware about the Project updates.

As English language was chosen by partners as official working language along the project, partners are responsible for localizing content in local languages: Italian and Greek.

Next meeting

Partners will agree about the next Face to Face TPM during next online meeting, that will take place on 29.01.2024 h. 10.00 CET.

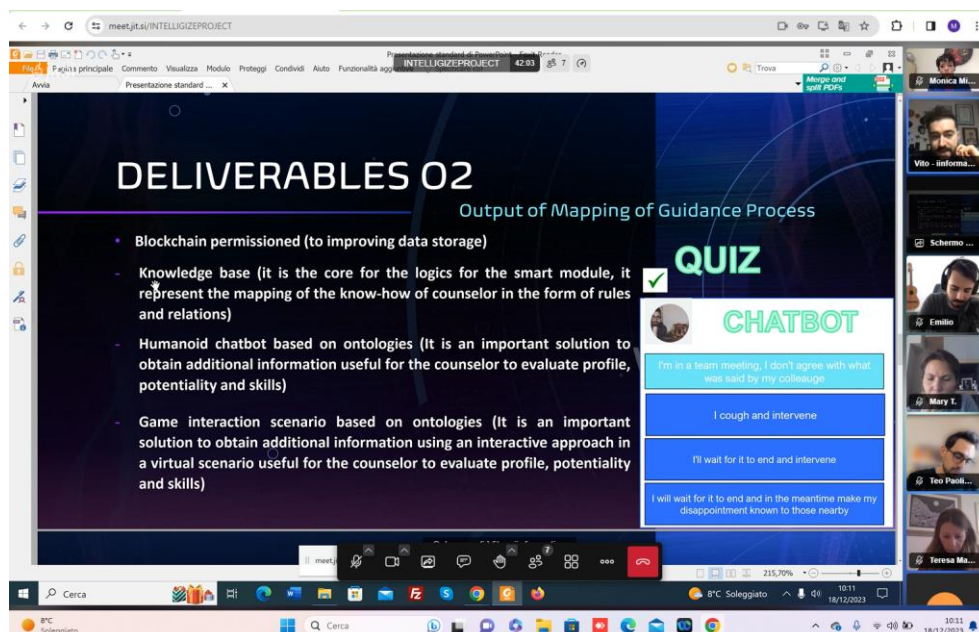
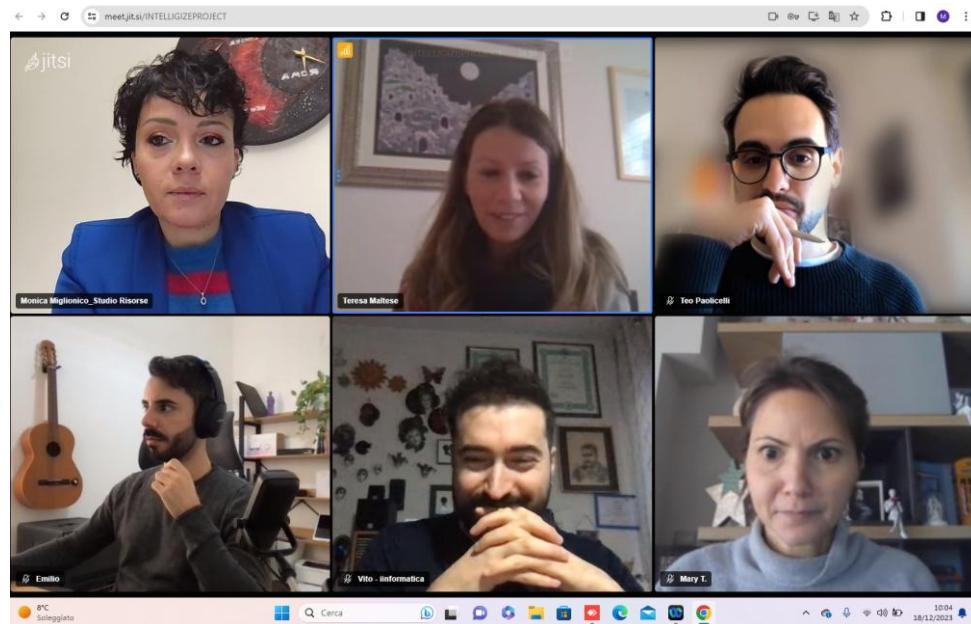
MEETING EVALUATION

The evaluation was meant to provide feedback to the facilitators about different aspects of the meeting and how to improve future events. A formal evaluation was done after the meeting through an online questionnaire provided by Studio Risorse: <https://forms.gle/F2VkJa13jfQZC3iu7>

EXTRA

1. Some photos/screenshots were taken during the meeting and they are available on the Project Google Drive account <https://drive.google.com/drive/folders/1mVoHiMM2rRA4cwQPUzGzRlo7WYsK7XGV>
2. All PPTs/documentation from the meeting available on Project Google Drive account <https://drive.google.com/drive/folders/1AF73qXs1aXOCVrAunY-sAFJas7y4ISvz>

PHOTOS



The screenshot shows a Zoom meeting interface. The main window displays a presentation slide titled "STEP 2" with a dark blue background and white text. The slide content is as follows:

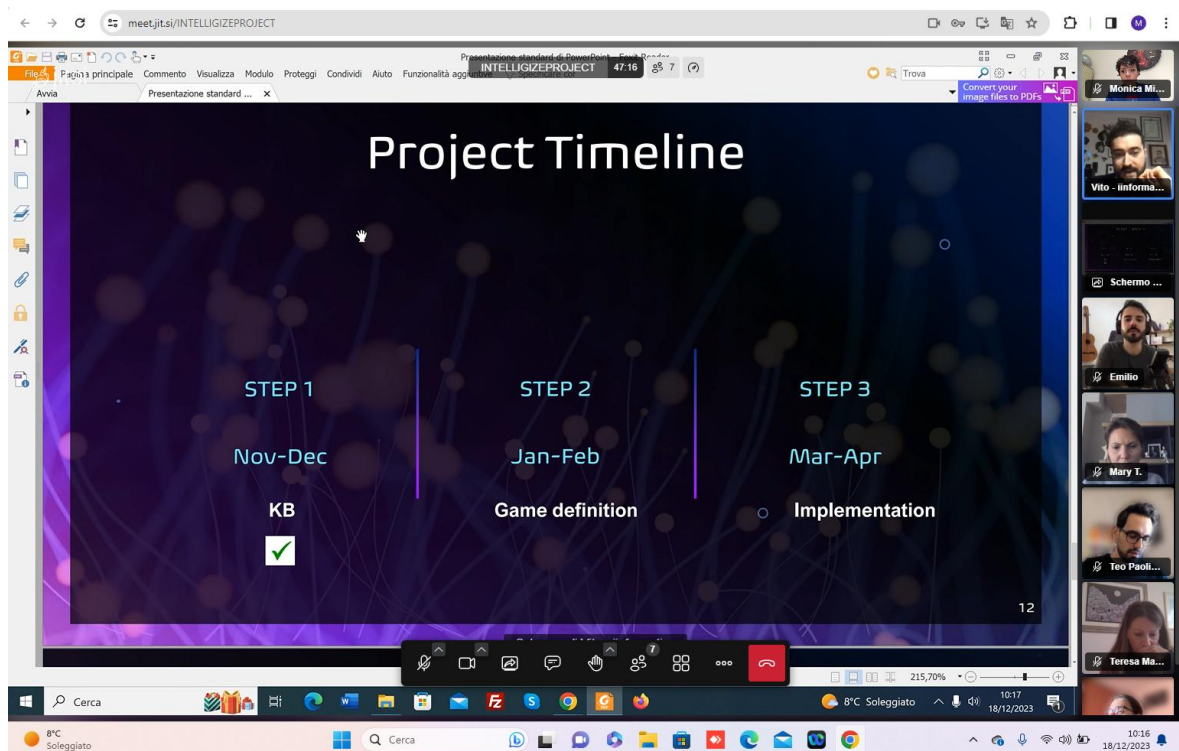
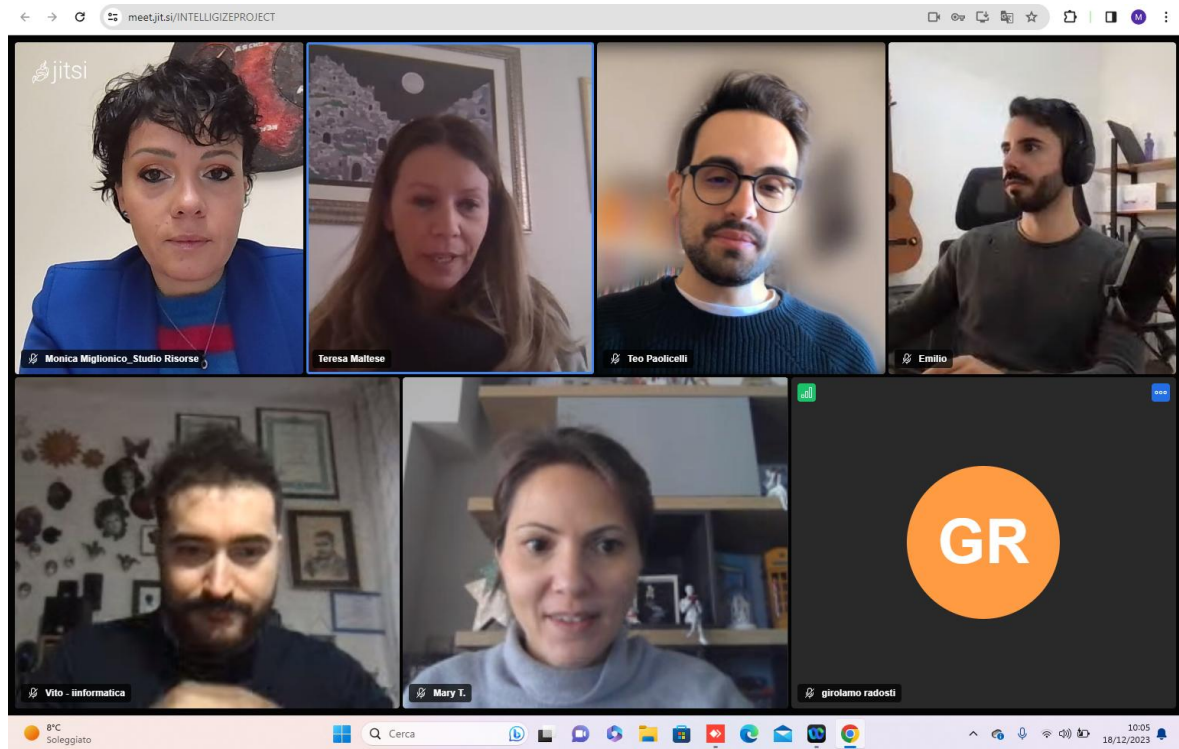
- 2. Game definition: definition of the game, the scenarios to be represented and the related semantics in the form of actions/directions. In addition to digital gamification scenarios, traditional tools in the form of game of cards will also be realized.

Below the list, the text *interactive approach for digital exercises and for ESG* is displayed in a smaller font. The Zoom interface includes a sidebar on the right with participant thumbnails: Vito - informa..., Schermo..., Emilio, Mary T., Teo Paoli..., and Teresa Ma... The bottom status bar shows the time as 10:12 on 18/12/2023.

The screenshot shows a Zoom meeting interface with a Microsoft Excel spreadsheet displayed in the main window. The spreadsheet is titled "INTELLIGIZE - KB - Informatic..." and contains a list of behaviors and their corresponding scores. The data is as follows:

	A	B	C
17	3.2 Sea Protection		-2
18	3.3 Animal Protection		-2
19	3.4 GDPR		-1
20	4. Which of the following behaviors belongs to you?		
21	4.1 Actively participate in voluntary associations	2	
22	4.2 Improve my profitability	-2	
23	4.3 Going to the cinemas at least 1 time a year	-1	
24	4.4 Buy newspapers from the local newsstand	1	
25	5. Which of the following behaviors belongs to you?		
26	5.1 Honking the horn to greet friends	-2	
27	5.2 Throwing old furniture from the balcony on New Year's Eve	-2	
28	5.3 Laughing for no reason when in company, to brighten the environment	-1	
29	5.4 Helping the elderly neighbor carry grocery bags home	2	
30	6. What file extension should I use to search for an image?		
31	6.1 .DOCX		
32	6.2 .JPEG		

The Zoom interface includes a sidebar on the right with participant thumbnails: Vito - informa..., Schermo..., Emilio, Mary T., Teo Paoli..., and Teresa Malfese. The bottom status bar shows the time as 10:28 on 18/12/2023.



CERTIFICATES

  CERTIFICATE OF ATTENDANCE This is to certify that Monica Miglionico from STUDIO RISORSE S.R.L. attended the 2nd Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 18th of December 2023 Matera, 18th December 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   	  CERTIFICATE OF ATTENDANCE This is to certify that Teresa Maltese from STUDIO RISORSE S.R.L. attended the 2nd Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 18th of December 2023 Matera, 18th December 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   
--	--

  CERTIFICATE OF ATTENDANCE This is to certify that Maria Domenica Santarcangelo from STUDIO RISORSE S.R.L. attended the 2nd Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 18th of December 2023 Matera, 18th December 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   	  CERTIFICATE OF ATTENDANCE This is to certify that Mary Tountopoulou from PROGRESSUS RESEARCH & COUNSELLING attended the 2nd Transnational Project Meeting of Artificial Intelligence and Gamification in Vocational Training Guidance N° 2022-2-IT01-KA210-VET-000097851 Funded under the Erasmus+ programme, KA210-VET - Small-scale partnerships in vocational education and training held and host by Studio Risorse S.r.l. - ONLINE on 18th of December 2023 Matera, 18th December 2023 Mr Severino Fiore Director Studio Risorse S.r.l.   
---	--



CERTIFICATE OF ATTENDANCE

This is to certify that

Vito Santarcangelo

from

iINFORMATICA S.r.l.

attended the 2nd Transnational Project Meeting of

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Studio Risorse S.r.l. - ONLINE

on 18th of December 2023

Matera, 18th December 2023

Mr Severino Fiore
Director
Studio Risorse S.r.l.



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CERTIFICATE OF ATTENDANCE

This is to certify that

Emilio Massa

from

iINFORMATICA S.r.l.

attended the 2nd Transnational Project Meeting of

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on 18th of December 2023

Matera, 18th December 2023

Mr Severino Fiore
Director
Studio Risorse S.r.l.



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75100 Matera - Italy
01157780774



CERTIFICATE OF ATTENDANCE

This is to certify that

Teo Eustachio Paolicelli

from

iINFORMATICA S.r.l.

attended the 2nd Transnational Project Meeting of

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Mr Severino Fiore
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CERTIFICATE OF ATTENDANCE

This is to certify that

Girolamo Radosti

from

iINFORMATICA S.r.l.

attended the 2nd Transnational Project Meeting of

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Matera, 18th December 2023

Mr Severino Fiore
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Unit 3: M3 - Transnational Project Meeting no. 3

The third transnational meeting of the Erasmus+ Project “Artificial Intelligence and Gamification in Vocational Training Guidance” took place in Trapani at ilInformatica office on 8th and 9th of October 2024.



List of participants

No	Organisation	Surname	Name
1	STUDIO RISORSE S.R.L.	Miglionico	Monica
2	STUDIO RISORSE S.R.L.	Maltese	Teresa
3	STUDIO RISORSE S.R.L.	Santarcangelo	Maria Domenica
4	PROGRESSUS	Tountopoulou	Mary
5	PROGRESSUS	Vlachaki	Fotini
6	iINFORMATICA S.r.l.	Santarcangelo	Vito
7	iINFORMATICA S.r.l.	Setzu	Giulio
8	iINFORMATICA S.r.l.	Ribaudo	Vincenzo
9	iINFORMATICA S.r.l.	Crisafulli	Saverio Gianluca
10	iINFORMATICA S.r.l.	Oddo	Giuseppe

Agenda

The working sessions included the official opening and closing of the meeting as well as roundtables focusing on discussing all priorities and deadlines, such as development of the project and the best approach to it.

The detailed meeting agenda was as follows:

8 th October 2024	
15:00	Welcome to the Partners (ilInformatica)
15:15	Activity 5 - Data Monitoring and Analysis (Studio Risorse and all Partners) • Final results • Chatbot & Games review
16:15	Coffee Break
16:30	Activity 6 - Interactive Guide Development (ilInformatica) • Reminder of the objectives, activities, duration • Proposal of work program and development methodology • Agreement on work program/strategy to implement
17.30	End of the meeting
20.30	Social Dinner

9 th October 2024	
09:00	Welcome to the Partners (ilInformatica)
09:15	• Administrative issues (Studio Risorse)
10:00	Dissemination activities (all Partners)
11:00	• Coffee Break
11:15 / 12:30	Decisions on the next online meeting dates. Summary of decisions and elaboration of the "To-Do List". Discussion and Conclusion.
	Closure of the meeting.

Meeting objectives

The main objectives of this meeting were:

1. Meet in presence for the first time
2. To share our motivations and wishes for the final part of the project
3. Finalize project activities and results

MATTERS DISCUSSED AND DECISIONS REACHED FOR EACH ACTIVITY

Activity 5 - Data Monitoring and Analysis

Teresa Maltese from Studio Risorse shown the PPT with the presentation of results of Activity 5. It is available here https://docs.google.com/presentation/d/1MzJ2vhCiBcF9w74yVOAxA3rZbrN_j9vI/edit#slide=id.p1

30 vocational guidance and training professionals from partner and non-partner organisations have been involved in Focus Groups organized with the aim to present and evaluate the Chatbot and the Game produced within the project.

In the questions how interesting, useful is the chatbot and the game, the majority responded adequately or very much.

The majority also responded that they would suggest both tools to their colleagues to use them in their daily practice, as they could enhance their effectiveness and could make their job easier.

Comments about both chatbot and game are very positive, so no changes are needed to improve these 2 tools.

Activity n. 5 is completed, but we need to improve the Chatbot as follow: the final evaluation requires a more accurate description or explanatory legends. This improvement will be done by ilInformatica by the end of October 2024.

Activity 6 - Interactive Guide Development

Teresa Maltese from Studio Risorse shown the PPT with the foreseen activities and expected results concerning activity n. 6 - Interactive Guide Development. It is available here https://docs.google.com/presentation/d/1MzJ2vhCiBcF9w74yVOAxA3rZbrN_j9vI/edit#slide=id.p45

Workplan for this project activity is:

Steps	Deadline	Involved Partner
A6.1 Development of a Draft of Interactive manual /guide on web platform	31/10/2024	ilInformatica
A6.2 Development of Draft of Operating Instructions for Gamification Scenarios as a support tool for both the professional and the user	31/10/2024	ilInformatica

Online meeting – Brainstorming session to evaluate the Draft of Interactive manual / guide	06/11/2024 10 CET	All
A6.1 Development of a Final version of Interactive manual /guide on web platform	30/11/2024	ilnformatica
A6.2 Development of Final version of Operating Instructions for Gamification Scenarios as a support tool for both the professional and the user	30/11/2024	ilnformatica

Administrative and Dissemination issues

Monica Miglionico from Studio Risorse shown the PPT with the description of Project Management System, Administrative and Financial Rules and Dissemination activities.

It is available here <https://docs.google.com/presentation/d/1-5W7vhivr8BIC8aN75fRMQIbKsOxJVCP/edit>

According to this presentation, the discussion was focused on the detailed definition of last activities to carry on within Administration and Dissemination fields.

Workplan for Administrative and Dissemination issues is:

Steps	Deadline	Involved Partner
Produce and share the minutes about 3rd TPM	Shortly after the meeting	Studio Risorse
Upload all documents produced during the meeting (presentations, certificates, pictures etc..) on the Google Drive Project Account – Folder TPM here	Shortly after the meeting	Studio Risorse
Upload Boarding pass and job contracts of participants to 3rd TPM – Folder TPM here	Shortly after the meeting	All partners
Produce and share the Final Partner Evaluation Form	by the middle of November 2024	Studio Risorse
Produce and share the Privacy Management Plan	by the middle of November 2024	Studio Risorse and ilnformatica
Upload job contracts people signing all timesheets	by the middle of December 2024	All partners
Produce timesheets referring the	by the middle of	All partners

period 02.02.2024 / 30.11.2024 (check timesheet monitoring sheet here)	December 2024	
Produce dissemination report referring period 02.02.2024 / 30.11.2024 - Folder Dissemination here		
Fill in the Final Partner Evaluation Form	by the middle of December 2024	All partners

Organizational aspects

ROLES & TASKS:

Everyone's roles were recalled and confirmed. Dedicated tasks, deadlines and responsibilities are specified in PPT project description, project management description and workplans.

INTERNAL COMMUNICATION:

At the very beginning of the project, partners agreed on sharing documents on Google Drive
<https://drive.google.com/drive/folders/1KtWeTnGWrRjb47HaYLCwKWPY9bFK2zU>
 and communicate via Skype, Jitsi, Google Meet and e-mails. A dedicated mailing list will be created in order to make all involved staff aware about the Project updates.

As English language was chosen by partners as official working language along the project, partners are responsible for localizing content in local languages: Italian and Greek.

Next meeting

Partners will agree that next official TPM will take place online on 26/11/2024 at 10.00 CET.

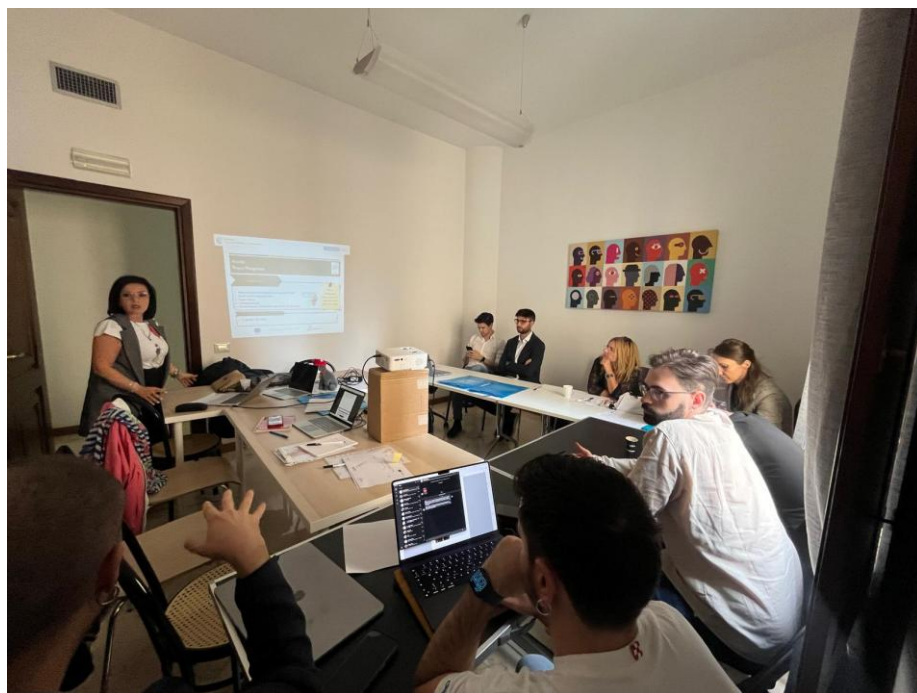
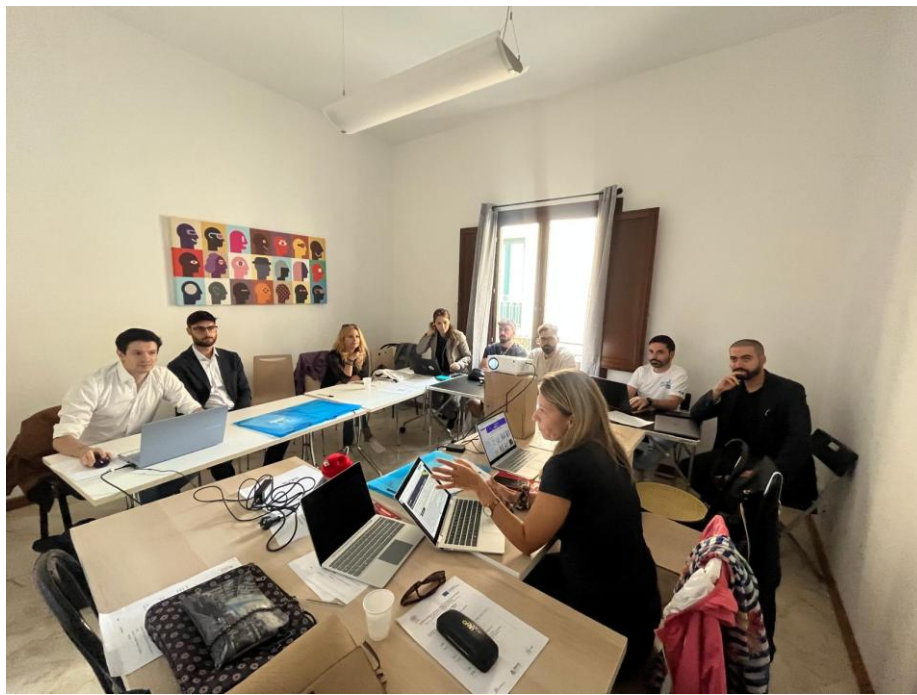
MEETING EVALUATION

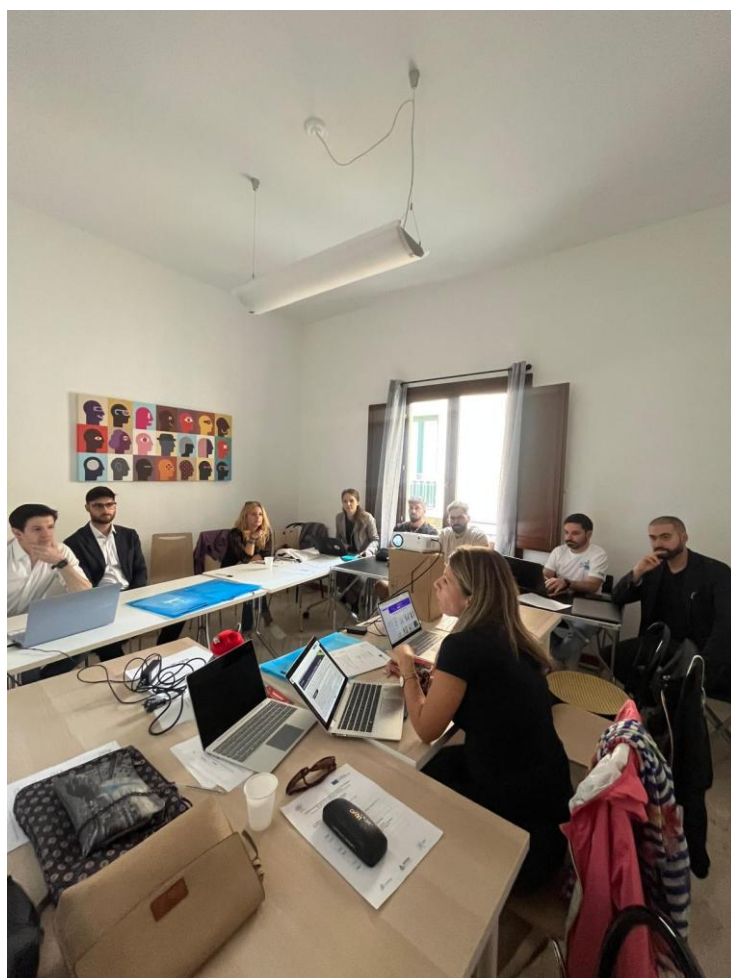
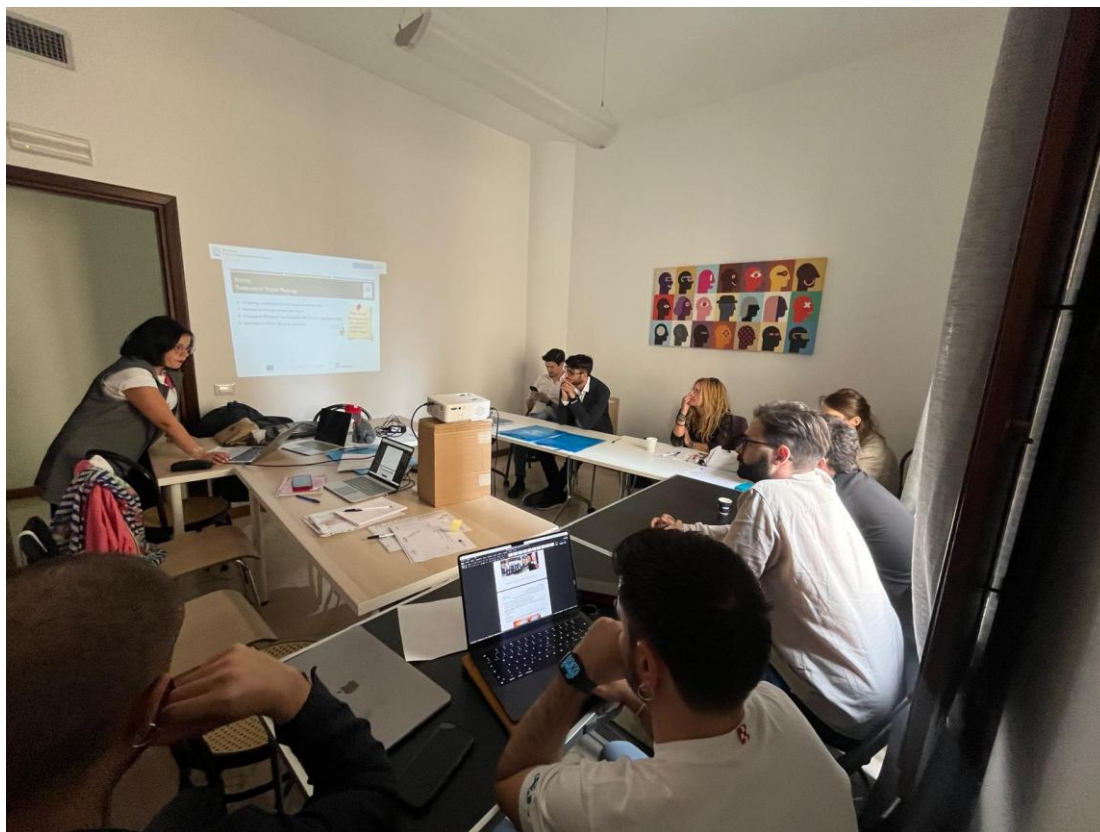
The evaluation was meant to provide feedback to the facilitators about different aspects of the meeting and how to improve future events. A formal evaluation was done after the meeting through an online questionnaire provided by Studio Risorse: https://docs.google.com/forms/d/e/1FAIpQLSc_GM4IEbLyF8FdQHnceV-27Y07ck6-sLQZnIosnenCrcjp8A/viewform?usp=send_form

EXTRA

1. Some photos were taken during the meeting and they are available on the Project Google Drive account
https://drive.google.com/drive/u/1/folders/1S_211mnLxG8SWN-FqZtDOr2Spr2sj8I3
2. All PPTs/documentation from the meeting available on Project Google Drive account
https://drive.google.com/drive/u/1/folders/1S_hyi8UvhU98eWjRMJuQVdvlPrZ4aDc

PHOTOS





CERTIFICATES



CERTIFICATE OF ATTENDANCE

This is to certify that

Saverio Gianluca Crisafulli

from

iINFORMATICA S.r.l.

attended the 3rd Transnational Project Meeting of

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KA210-VET - Small-scale partnerships in vocational education and training

held and host by

iInformatica S.r.l.

on 8th and 9th of October 2024

Trapani, 9th October 2024

Mr Vito Santarcangelo
iInformatica S.r.l.



iInformatica Srl - Pmi innovativa
P.IVA 02539830816



CERTIFICATE OF ATTENDANCE

This is to certify that

Vincenzo Ribaudò

from

iINFORMATICA S.r.l.

attended the 3rd Transnational Project Meeting of

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CERTIFICATE OF ATTENDANCE

This is to certify that

Giuseppe Oddo

from

iINFORMATICA S.r.l.

attended the 3rd Transnational Project Meeting of

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iInformatica S.r.l.



iInformatica Srl - Pmi innovativa
P.IVA 02539830816





CERTIFICATE OF ATTENDANCE

This is to certify that

Teresa Maltese

from

STUDIO RISORSE S.R.L.

attended the 3rd Transnational Project Meeting of

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Mr Vito Santarcangelo
iInformatica S.r.l.



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P.IVA 02539830816



CERTIFICATE OF ATTENDANCE

This is to certify that

Giulio Setzu

from

iINFORMATICA S.r.l.

attended the 3rd Transnational Project Meeting of

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iInformatica S.r.l.



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CERTIFICATE OF ATTENDANCE

This is to certify that

Monica Miglionico

from

STUDIO RISORSE S.R.L.

attended the 3rd Transnational Project Meeting of

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Mr Vito Santarcangelo
iInformatica S.r.l.



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CERTIFICATE OF ATTENDANCE

This is to certify that

Maria Domenica Santarcangelo

from

STUDIO RISORSE S.R.L.

attended the 3rd Transnational Project Meeting of

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Mr Vito Santarcangelo
iInformatica S.r.l.



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**CERTIFICATE OF ATTENDANCE**

This is to certify that

Mary Tountopoulou

from

PROGRESSUS RESEARCH & COUNSELLING

attended the 3rd Transnational Project Meeting of

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on 8th and 9th of October 2024

Trapani, 9th October 2024

Mr Vito Santarcangelo
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Co-funded by
the European Union

CERTIFICATE OF ATTENDANCE

This is to certify that

Foteini Vlachaki

from

PROGRESSUS RESEARCH & COUNSELLING

attended the 3rd Transnational Project Meeting of

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Mr Vito Santarcangelo
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Fogli presenza 08/10/2024



Artificial Intelligence and Gamification in Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851

KA210-VET - Small-scale partnerships in vocational education and training

TRAPANI - ITALY, 8th of October 2024

	Name and Surname	Partner	e.mail	Signature
1	Mary Tzortopoulou	Progressus	marytzortopoulou@gmail.com	
2	Fotini Izulaki	Progressus	fotizulaki@gmail.com	
3	Giulio Setzu	informatica	giulio@informatica.it	Giulio Setzu
4	VITO SANTARANGIO	informatica	vito@informatica.it	
5	RONICA TIGLIOMCO	STUDIO RISORSE	RONICA.TIGLIOMCO@STUDIO-RISORSE.IT	
6	TERESA ITALIENE	"	TERESA.ITALIENE@STUDIO-RISORSE.IT	
7	PAULO D. SANTARANGIO	"	PAULO.D.SANTARANGIO@STUDIO-RISORSE.IT	
8	CARLUCCI SANDRO GABRIELLA	informatica srl	carlucci@informatica.it	



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KA210-VET - Small-scale partnerships in vocational education and training

TRAPANI - ITALY, 8th of October 2024

	Name and Surname	Partner	e.mail	Signature
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10	GIUSEPPE ODDO	INFORMATICA SRL	GIUSEPPE.ODDO@INFORMATICA.IT	
11				
12				
13				
14				
15				
16				



Fogli presenza 09/10/2024



Artificial Intelligence and Gamification in Vocational Training Guidance

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KA210-VET - Small-scale partnerships in vocational education and training

TRAPANI - ITALY, 9th of October 2024

	Name and Surname	Partner	e.mail	Signature
1	Mary Tzantopoulos	Progressus	marytzantopoulos@gmail.com	
2	Fotini Malaki	Progressus	ftulmalaki@gmail.com	
3	Giulio Setzu	informatica	giulio@informatica.it	
4	VITO SANTALANERO	informatica srl	vito@informatica.it	
5	TERESA RICCIARDI	Studio Risorse	TERESA.RICCIARDI@STUDIORESORSE.IT	
6	TERESA RAUCCI	"	TERESA.RAUCCI@STUDIORESORSE.IT	
7	PIRELLA D. SANTARAPAZZO	STUDIO RISOZZE SRL	PIRELLA.D.SANTARAPAZZO@STUDIORESORSE.IT	
8	SAVERIO GABRIELA CANTARELLI	informatica srl	saverio@informatica.it	



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KA210-VET - Small-scale partnerships in vocational education and training

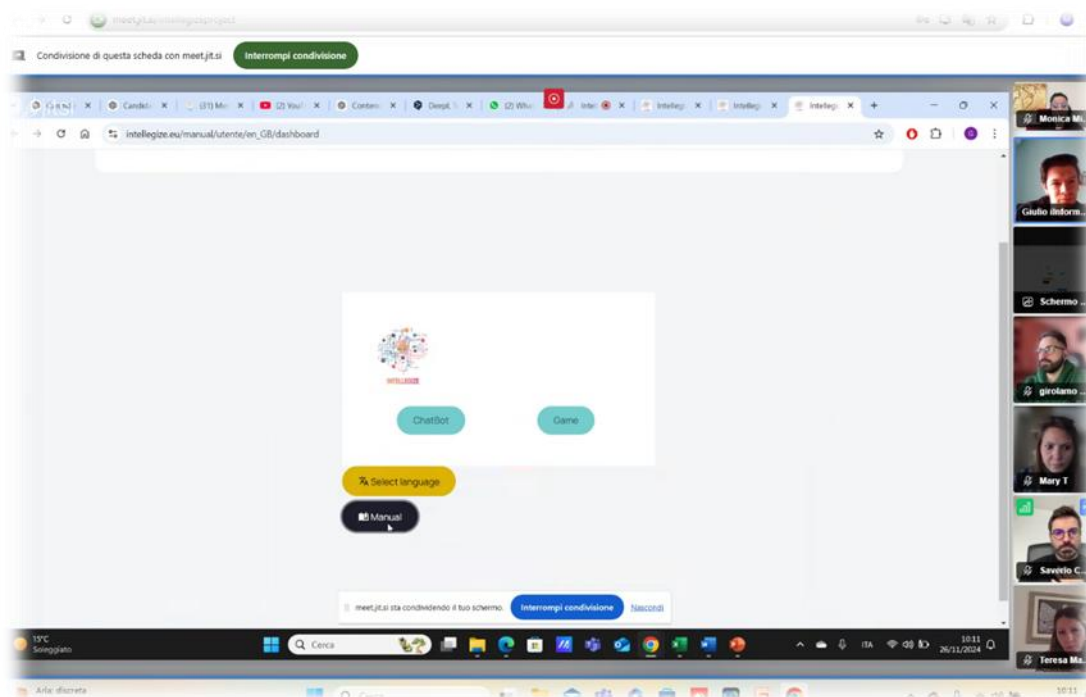
TRAPANI - ITALY, 9th of October 2024

	Name and Surname	Partner	e.mail	Signature
9	VINCENZO RIBAUDO	INFORMATICA SRL	VINCENZO@INFORMATICA.IT	
10	GIUSEPPE ODDO	INFORMATICA SRL	GIUSEPPEODDO@INFORMATICA.IT	
11				
12				
13				
14				
15				
16				



Unit 4: M4 - Transnational Project Meeting no. 4

The fourth online transnational meeting of the Erasmus+ Project “Artificial Intelligence and Gamification in Vocational Training Guidance” took place online on 26th of Novembre 2023.



List of participants On-line

<u>No</u>	<u>Organisation</u>	<u>Surname</u>	<u>Name</u>
<u>1</u>	STUDIO RISORSE S.R.L.	Miglionico	Monica
<u>2</u>	STUDIO RISORSE S.R.L.	Maltese	Teresa
<u>3</u>	PROGRESSUS	Tountopoulou	Mary
<u>4</u>	iINFORMATICA S.r.l.	Santarcangelo	Vito
<u>5</u>	iINFORMATICA S.r.l.	Setzu	Giulio
<u>6</u>	iINFORMATICA S.r.l.	Crisafulli	Gianluca Saverio
<u>7</u>	iINFORMATICA S.r.l.	Radosti	Girolamo

The web platform

The web platform chosen for this 4th Meeting is Jit.si. (Link: <https://meet.jit.si/intellegizeproject>)

It allows to record the whole meeting, it's free and has not limits of duration. Furthermore, it allows to share documents and screen among all the participants, to create a virtual whiteboard to take notes that can be shared and download and it also has a space for a common chat. For privacy reasons, the access to the virtual meeting has been allowed only inserting a secret password in a specific box.

The link and the password to have access to the virtual room have been communicated by Studio Risorse to the partners by e-mail the day before the meeting.

Agenda

The working sessions included the official opening and closing of the meeting as well as roundtables focusing on discussing all priorities and deadlines, such as development of the project and the best approach to it.

The detailed meeting agenda was as follows:

10:00	Welcome to the Partners (Studio Risorse)
10:10	Activity 6 - Interactive Guide Development (ilInformatica and all Partners): • Presentation of Final version of Interactive manual /guide on web platform and of Operating Instructions for Gamification Scenarios
10:30	Dissemination Activities: final local events
10:45	Communication activities: project website and social media, logo, etc.. (ilInformatica and all Partners)
11:00	Administrative issues (Studio Risorse)
11:40	Information and documents for the elaboration of the Final Report
11:50	Summary of decisions and elaboration of the "To-Do List". Discussion and Conclusion. (All Partners)
12:00	Closure of the meeting.

Meeting objectives

The main objectives of this meeting were:

1. To verify the activities done
2. To complete the last tasks before the submission of Final Report

MATTERS DISCUSSED AND DECISIONS REACHED FOR EACH ACTIVITY

Project Presentation

After a brief welcome of all partners and the Presentation of Agenda by Teresa Maltese from Studio Risorse, Giulio Setzu from ilInformatica presented the Final version of Interactive manual /guide on web platform and of Operating Instructions for Gamification Scenarios and the Final Version of Chatbot and Game.

Then, all partners agree that the activities done, and the results produced are very good and compliant with the Application Form.

Dissemination Activities: final local events

Teresa Maltese from Studio Risorse presented the Guidelines for the organisation of Dissemination local events (face to face or online) PPT presentation is available here https://docs.google.com/presentation/u/1/d/1cNuHS0HTpomcVBjfbdlJnS5KnjkeEq7n/edit?usp=drive_web&ouid=102773495708129044535&rtpof=true

Evidence required are: picture, videos, list of participants, screenshots, agenda, presentations. Templates to be used for local events are available here <https://drive.google.com/drive/u/1/folders/1CYfISTnjH1xJxef0qHh7GPzcEboko0iq>

Steps	Deadline	Involved Partner
Local Event	30.11.2024	All partners

Administrative issues

Monica Miglionico from Studio Risorse updated partners about administrative activities done and to do. PPT presentation is available here https://docs.google.com/presentation/u/1/d/1lw98r8Zy8t3fF50Dcm2hrYKVRKVTRmUA/edit?usp=drive_web&ouid=102773495708129044535&rtpof=true

Workplan for Administrative issues is:

Steps	Deadline	Involved Partner
Produce certificates about 4th TPM	Shortly after the meeting	Progressus
Produce and share the minutes about 4th TPM	Shortly after the meeting	Studio Risorse
Upload all documents produced during the meeting on Google Drive	Shortly after the meeting	Studio Risorse
Upload Boarding pass and job contracts of participants to 3rd TPM	Shortly after the meeting	Studio Risorse / Progressus

Fill in 4th TPM evaluation form https://forms.gle/JbYMBVNeDqKYyi7a8	Shortly after the meeting	All participants to the 4 th TPM
Produce and share the Privacy Management Plan	15/12/2024	Studio Risorse / iInformatica
Upload Boarding job contracts people signing all timesheets	15/12/2024	All partners
Produce remaining timesheets	15/12/2024	All partners
Fill in the Final Evaluation Form https://forms.gle/fp1XEyoM4C8aYQIE8	15/12/2024	All partners (10 persons per partner)
Produce the Final Report	31/01/2025	Studio Risorse With the help of all partners

Communication activities

All dissemination and communication documents are available here <https://drive.google.com/drive/u/1/folders/1Is3nn8GeUvagfdBV8DYZpOPWUmN39eak>

As the project is coming to end, we should complete the communication activities, especially concerning the dissemination of project results on project and partners website and social networks.

Workplan for Communication activities is:

Steps	Deadline	Involved Partner
Continue dissemination activities (posts on social networks, info about the project on company website)	Continuous	All partners
Complete the project website with info about activities and project results	15/12/2024	iINFORMATICA
Produce dissemination report referring period 02.02.2024 / 30.11.2024 Click here	15/12/2024	All partners
Produce and upload dissemination	15/12/2024	All partners

evidences referring period

02.02.2024 / 30.11.2024

[Click here](#)

MEETING EVALUATION

The evaluation was meant to provide feedback to the facilitators about different aspects of the meeting and how to improve future events. A formal evaluation was done after the meeting through an online questionnaire provided by Studio Risorse: <https://forms.gle/JbYMBvNeDgKYyi7a8>

EXTRA

1. Some photos/screenshots were taken during the meeting and they are available on the Project Google Drive account https://drive.google.com/drive/u/1/folders/17AJZ7A9eUgB18GmQg2KggvZcziVIMor_k
2. All PPTs/documentation from the meeting available on Project Google Drive account https://drive.google.com/drive/u/1/folders/1hU-dYBjTIsQhNTqb19g97-ia_JHz6mq

PHOTOS

The screenshot shows a Jitsi online meeting interface. The main window displays a document titled "26 NOVEMBER ONLINE MEETING AGENDA" with the following content:

Artificial Intelligence and Gamification in Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851
KA210-VET - Small-scale partnerships in vocational education and training

Online Project Meeting
November 26th at 10:00 a.m. (CET)

Coordinator: Studio Risorse - Matera / Italy
Partners: iInformatica s.r.l. - Trapani / Italy
Progressus Research& Counselling - Penteli/ Greece

AGENDA

10:00	Welcome to the Partners (Studio Risorse)
10:10	Activity 6 - Interactive Guide Development (iInformatica and all Partners) ➤ Presentation of Final version of Interactive manual /guide on web platform and of Operating Instructions for Gamification Scenarios
10:30	Dissemination Activities: final local events
10:45	Communication activities: project website and social media, logo, etc. (iInformatica and all Partners)
11:00	Administrative issues (Studio Risorse)
11:40	Information and documents for the elaboration of the Final Report
11:50	Summary of decisions and elaboration of the "To-Do List". Discussion and Conclusion. (All Partners)
12:00	Closure of the meeting

The right sidebar shows a list of participants: Monica Mi..., Teresa Maltese, Schermo..., girolamo..., Giulio Inf..., Mary T, and Saverio C... The bottom status bar shows the temperature as 11°C and the date as 26/11/2024.

meetjitsi/intellegizeproject

Condivisione di questa scheda con meetjitsi Interrompi condivisione

Intellegizeproject 22:11 6

Select language: EN

Intellegize Manual
Our platform is designed to provide an interactive experience for users. The main objective is to assess the user's skills. Using chatbots and simulated scenarios, the platform creates an engaging environment in which users can assess their core competencies.

Platform Objectives
Offer an immersive experience combining technology and gamification.
Facilitate immersive learning through interactive scenarios.
Provide detailed competency assessments based on choices and responses.
Support a multilingual experience adaptable to different user needs.

Main platform functionalities
ChatBot: An interactive system that, through a series of randomly generated questions, assesses the user's skills based on the answers provided.
Game: Realistic situations created to test the user's skills in different contexts, with multiple choices.
Skill Assessment: Measurable competence feedback, with bar charts, Kiviat and ESG scores illustrating final results.

Main Sections
[Manual Administrator Section](#)
<https://intellegize.eu/security/login> [Go To Platform](#)
[Manual User Section](#)
<https://intellegize.eu/chatBot/select-lang> [Go To Platform](#)

Schermo di Giulio Informatica

11°C Preval. nuvol.

Cerca

10:05 26/11/2024

Monica Mi...
Giulio Inform...
Schermo ...
girolamo ...
Mary T
Teresa Mallese
Saverio C...

meetjitsi/intellegizeproject

Condivisione di questa scheda con meetjitsi Interrompi condivisione

Intellegizeproject 22:21 6

Καλημέρα,
Δημιουργήστε το περιεχόμενό σας

Πίνακας Ελέγχου

ΕΝΟΤΗΤΕΣ
ChatBot
Παιχνίδι
Εκθέσεις

ΕΓΧΕΙΡΙΔΙΟ
Εγχειρίδιο

INTELLEGIZE
Μετά τη σύνδεση, θα έχετε πρόσβαση στην πλατφόρμα διαχείρισης. Ανάλογα με το ρόλο σας, θα δείτε στην αριστερή πλευρά γραμμή τις ενότητες που μπορείτε να προστελάσετε. Κάντε κλικ στο Chatbot, το Παιχνίδι ή την Έκθεση για να κάνετε μια δοκιμή.
Διαχειριστή: Πλήρης πρόσβαση για τη διαχείριση chatbots, σεναρίων και την προβολή εκθέσεων.
Σύμβουλος: Πρόσβαση στην ενότητα εκθέσεων για να δείτε δεδομένα χρηστών που έχουν χρησιμοποιήσει τον κωδικό συμβούλου σας.

Software made by [informatica](#)

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Schermo di Giulio Informatica

11°C Preval. nuvol.

Cerca

10:05 26/11/2024

Monica Mi...
Giulio Inform...
Schermo ...
girolamo ...
Mary T
Teresa Mallese
Saverio C...

meetjitsi/intellegizeproject

Condivisione di questa scheda con meetjitsi **Interrompi condivisione**

intellegize.eu/manual/utente/chatbot/en_GB

Good morning, Giulio

INTELLEGIZE

The chatbot welcomes users and guides them through a series of questions asked one at a time. By answering each one, the user unlocks the next one. Typically, each skill is explored with at least four questions to offer an in-depth evaluation. However, in the interactive manual, a simplified version has been adopted, with at least one question per skill, if possible, still providing an effective overview. At the end of the course, the user will be able to view the results, which will offer a Kiviat diagram and bar graph representation based on the completed course.

skills cover both hard and soft skills and are:

- Flexibility/Adaptability
- Time Management
- Problem solving
- Team Work
- Resilience - Stress Tolerance
- Creativity
- ICT & Digital
- English Language

Test question

15°C Soleggiato

Massima di dom... Vicino al record

Monica Mi...

Giulio inform...

Scherma ...

girolamo ...

Mary T

Saverio Crisafulli (informatica) Saverio C...

Teresa Ma...

meetjitsi/intellegizeproject

Condivisione di questa scheda con meetjitsi **Interrompi condivisione**

intellegize.eu/manual/utente/result/en_GB

Time Management 2

Team Work 2

ICT & Digital 3

Bar Chart

The bar graph visually represents the scores obtained for each skill, facilitating direct comparison between different skills. Each vertical bar represents a specific skill and its height indicates the score level achieved by the user in that area. Higher bars highlight the most developed skills, while lower bars may indicate skills to be improved. This type of graph provides a clear and immediate visualisation of performance, making it easy for the user to identify both strengths and areas to focus on. The score for each skill ranges from 0 to 2.

Skill	Score
Flexibility/Adaptability	2.0
Time Management	2.0
Team Work	2.0
ICT & Digital	3.0

15°C Soleggiato

Massima di dom... Vicino al record

Monica Mi...

Giulio inform...

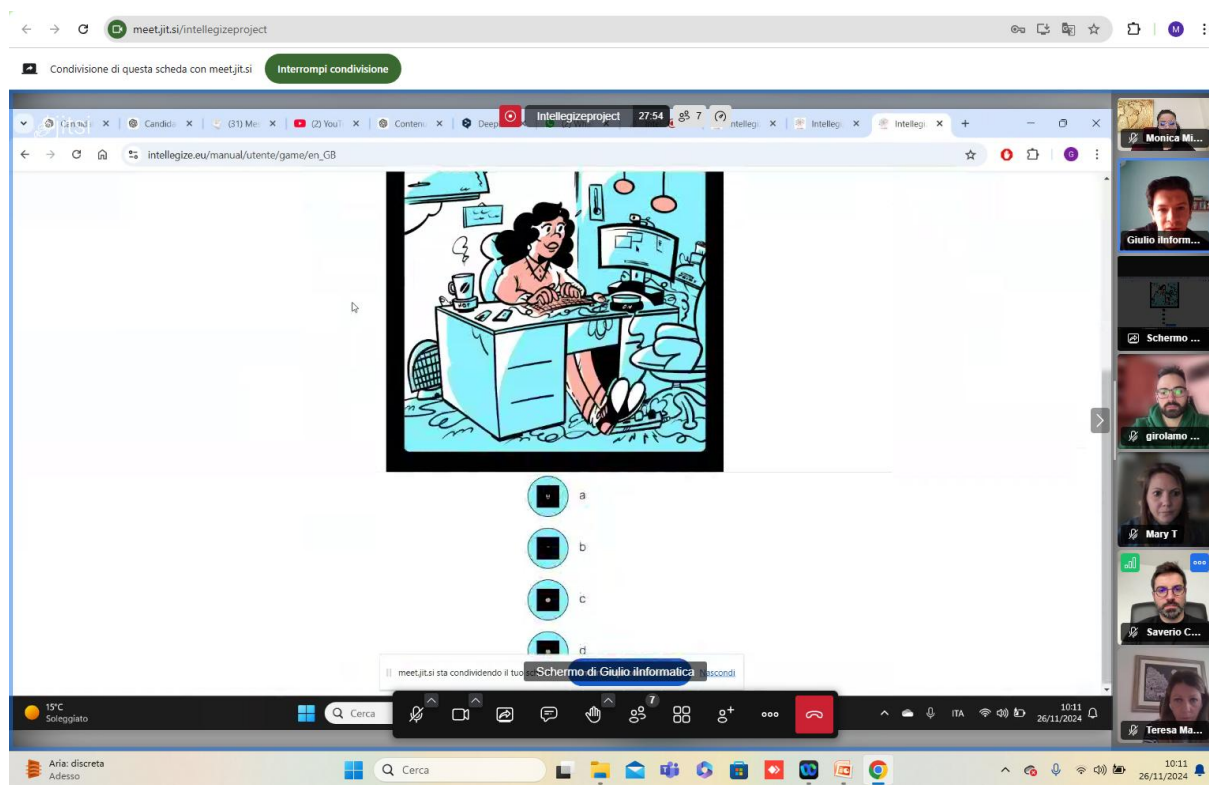
Scherma ...

girolamo ...

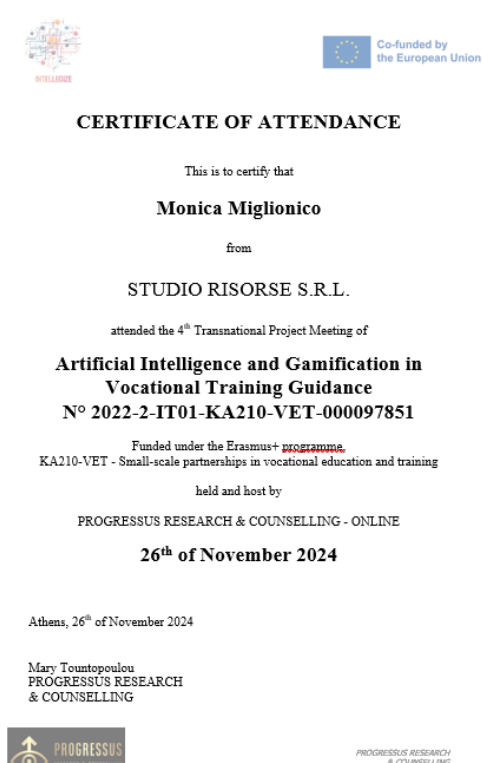
Mary T

Saverio Crisafulli (informatica) Saverio C...

Teresa Ma...



CERTIFICATES





CERTIFICATE OF ATTENDANCE

This is to certify that

Vito Santarcangelo

from

iINFORMATICA S.r.l.

attended the 4th Transnational Project Meeting of

**Artificial Intelligence and Gamification in
Vocational Training Guidance
N° 2022-2-IT01-KA210-VET-000097851**

Funded under the Erasmus+ programme.
KA210-VET - Small-scale partnerships in vocational education and training

held and host by

PROGRESSUS RESEARCH & COUNSELLING - ONLINE

26th of November 2024

Athens, 26th of November 2024

Mary Tountopoulou
PROGRESSUS RESEARCH
& COUNSELLING



PROGRESSUS RESEARCH
& COUNSELLING



CERTIFICATE OF ATTENDANCE

This is to certify that

Mary Tountopoulou

from

PROGRESSUS RESEARCH & COUNSELLING

attended the 4th Transnational Project Meeting of

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Athens, 26th of November 2024

Mary Tountopoulou
PROGRESSUS RESEARCH
& COUNSELLING



PROGRESSUS RESEARCH
& COUNSELLING



CERTIFICATE OF ATTENDANCE

This is to certify that

Giulio Setzu

from

iINFORMATICA S.r.l.

attended the 4th Transnational Project Meeting of

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Mary Tountopoulou
PROGRESSUS RESEARCH
& COUNSELLING



PROGRESSUS RESEARCH
& COUNSELLING



CERTIFICATE OF ATTENDANCE

This is to certify that

Girolamo Radosti

from

iINFORMATICA S.r.l.

attended the 4th Transnational Project Meeting of

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Mary Tountopoulou
PROGRESSUS RESEARCH
& COUNSELLING



PROGRESSUS RESEARCH
& COUNSELLING



CERTIFICATE OF ATTENDANCE

This is to certify that

Saverio Gianluca Crisafulli

from

iNFORMATICA S.r.l.

attended the 4th Transnational Project Meeting of

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